

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A method of operating a gaming system, said method comprising:

causing at least one processor to execute a plurality of instructions to:

(a) determining-determine a plurality of plays at a gaming device;

(b) calculating-calculate a speed of game play for each-of-the plurality of plays based on a number of plays per unit time;

causing the at least one processor to execute the plurality of instructions to determining-determine a pay schedule for at least one subsequent each-of-the plurality of-plays based on the calculated speed of game play; and

causing at least one display device to displaying a racing object having a position which changes based on the calculated speed of game play,

wherein a player payout percentage defined by the determined pay schedule for the at least one subsequent each-of-the plurality of plays is greater for a first speed of game play than for a second speed of game play, the first speed being greater than the second speed.

Claim 2 (currently amended): The method of claim 1, ~~in-which the step-of calculating-the-speed-of-game-play~~ comprises:

causing the at least one processor to execute the plurality of instructions to calculating-calculate the speed of game play based on a number of plays which have occurred since a predefined amount of time.

Claim 3 (currently amended): The method of claim 1, ~~in which the step of calculating the speed of game play comprises:~~

causing the at least one processor to execute the plurality of instructions to calculating-calculate the speed of game play based on a predetermined number of plays.

Claim 4 (original): The method of claim 1, further comprising:
providing a payout based on at least the determined pay schedule.

Claim 5 (currently amended): The method of claim 1, further comprising:
causing the at least one processor to execute the plurality of instructions to calculating-calculate a running count based on the speed of game play; and
providing a payout based on at least the running count.

Claims 6 to 12 (cancelled).

Claim 13 (currently amended): A method of operating a gaming system, said method comprising:

receiving payment for a predetermined number of at least three distinct plays of a game~~slot machine outcomes~~;

calculating a speed of game play for each of the plurality of predetermined number of plays of the game, said calculated speed of game play being based on a number of plays of the game per unit of time;

for each of~~generating~~ the predetermined number of plays of the game, generating a slot machine outcomes, each outcome corresponding to a speed value;
and

causing at least one display device to displaying a racing object having a position which changes based on the calculated speed value~~of game play~~.

Claim 14 (currently amended): The method of claim 13, further comprising:
providing a payout based on at least the calculated speed of game play~~value~~.

Claim 15 (original): The method of claim 13, further comprising:
providing a payout based on at least the position.

Claim 16 (currently amended): The method of claim 13, further comprising:
causing the at least one processor to execute the plurality of instructions to
~~calculating~~calculate an average speed; and
providing a payout based on at least the average speed.

Claims 17 to 28 (cancelled).

Claim 29 (currently amended): A method of operating a gaming system, said method comprising:

causing at least one processor to execute a plurality of instructions to:

(a) ~~determining~~ determine revenue received per unit of time from a player playing a wagering game at a gaming device;

(b) ~~determining~~ determine a magnitude of a multiplier based on the revenue, wherein the multiplier is of a first magnitude for a first revenue and of a second magnitude for a second revenue and further wherein the first revenue is greater than the second revenue and the first magnitude is greater than the second magnitude;

(c) ~~determining~~ determine a base amount for a payout;

causing the at least one processor to execute the plurality of instructions to
~~calculating~~ calculate the payout by multiplying the base amount by the multiplier; and
providing the payout to the player.

Claims 30 to 33 (cancelled).

Claim 34 (currently amended): A method of operating a gaming system, said method comprising:

causing at least one processor to execute a plurality of instructions to
~~determining-determine~~ a value indicative of revenue received per unit of time from a
player playing a wagering game at a gaming device;

causing the at least one processor to execute the plurality of instructions to
~~determining-determine~~ a payout based on the value; and

providing the payout to the player,

wherein determining the value indicative of revenue received comprises
determining a multiplier,

wherein the multiplier is of a first magnitude if the revenue is a first
revenue and the multiplier is of a second magnitude if the revenue is a second
revenue, and wherein the first magnitude is greater than the second magnitude
and the first revenue is greater than the second revenue, and further

wherein determining the payout based on the multiplier comprises

determining a base value for the payout and

determining the payout by multiplying the multiplier by the base
value.

Claim 35 (currently amended): A method of operating a gaming system, said method comprising:

causing at least one processor to execute a plurality of instructions to
~~determining-determine~~ a speed at which a wagering game is being played at a gaming
device for each of a plurality of plays;

causing the at least one processor to execute the plurality of instructions to
~~determining-determine~~, based on the speed, a reward to provide to a player participating
in the wagering game; and

providing the reward to the player for each of the plurality of plays, wherein the
reward is determined such that a more beneficial reward is determined and provided to
the player if the speed is a first speed that is greater than a second speed.

Claim 36 (currently amended): A method of operating a gaming system, said method comprising:

causing at least one processor to execute a plurality of instructions to:

(a) determining-determine a plurality of plays at a gaming device;

(b) calculating-calculate a speed of game play for each of the plurality of plays based on a number of plays per unit time; and

causing the at least one processor to execute the plurality of instructions to
determining-determine a pay schedule for ~~each-of-the-plurality-of~~ at least one
subsequent plays based on the calculated speed of game play; wherein a player payout
percentage defined by the determined pay schedule for ~~each-of-the~~ at least one
subsequent plurality of plays is greater for a first speed of game play than for a second
speed of game play, the first speed being greater than the second speed.